FUN FACTS

OUT OF THIS WORLD -- Filmmakers took an inspiring research trip to NASA's Johnson Space Center in Houston, where they received a tour from NASA astronaut Tom Marshburn and watched a recreation of the original lunar landing from the mission control center observation deck. Marshburn, recently returned from the International Space Station (ISS), brought a photo from the visit onto the ISS where it's displayed in the Cupola. Pixar filmmakers are literally out of this world!

SPECIAL GUEST – Chris Evans, the voice of Buzz Lightyear, is a lifelong fan of animation and even considered the profession as a kid. Filmmakers invited Evans to animation dailies, which were held remotely at the time due to the pandemic. Evans lurked off camera for most of the session but appeared at the end to thank the crew.

ZURG 2.0 – "Toy Story 2" was one of the first movies director Angus MacLane worked on after joining Pixar Animation Studios. He was one of the artists that worked on the design for Zurg, but always felt that there was more to be explored with the character.

FAMILIAR TERRAIN – In "Lightyear," Buzz Lightyear notes the spongy terrain as he explores his unfamiliar surroundings. It's a direct call back to "Toy Story" when Buzz Lightyear first appears on screen, bounces on Andy's bed and reports in his mission log that the "terrain seems a bit unstable."

TOWERING TURNIP – The Turnip — the exploration vessel that transports Buzz Lightyear, commander Alisha Hawthorne and a crew of more than a thousand scientists and technicians — is over 800 feet tall. That's so massive, 26 Pixar Animation Studios could fit inside it.

SWITCHING GEARS – Buzz Lightyear is sent on a number of missions throughout the film, and for each launch, he has a new space suit, spaceship and fuel crystal.

PROP-ER TESTING – Pixar enlisted John Duncan, a concept model maker on several "Star Wars" films, to build the first "Lightyear" spaceship design as a live-action prop. Pixar artists then replicated the design on computer to test how they could produce the same warmth through CG that is achieved using models.

SOUND FAMILIAR? – Mary McDonald-Lewis, the voice of I.V.A.N., the spaceships' Internal Voce-Activated Navigator, is the voice of OnStar—General Motors' navigation system.

BUILDING BRIDGES – The names of “Lightyear” characters working at Star Command were inspired by the names of bridges in MacLane’s hometown of Portland Oregon:

- Alisha and Izzy Hawthorne (1,382-foot Hawthorne Bridge)
- Darby Steel (800-foot Steel Bridge)
- Mo Morrison (775-foot Morrison Bridge)
- Mission Control Officer Sellwood (1,972-foot Sellwood Bridge)
- Commander Burnside (1,382-foot Burnside Bridge)
- Security Officer Fremont (2,154-foot Fremont Bridge)
- Security Officer St. John (2,067-foot St. John’s Bridge)
- Security Officer Marquam (1,044-foot Marquam Bridge)
- Security Officer Ross (3,729-foot Ross Island Bridge)

IMAX-IMUM EFFORT – Months into production, filmmakers set a lofty goal: “Lightyear” would be Pixar’s first feature film made specifically for IMAX screens. After a research trip to IMAX headquarters in Los Angeles, the team created Pixar’s first IMAX pipeline for film production, enabling them to simultaneously shoot for IMAX and crop down for standard 2.39 format. As a result, audiences will experience approximately 30 minutes of thrilling, action-packed IMAX scenes within “Lightyear.”

FLYER ATTIRE – When conceptualizing Buzz Lightyear’s space suit, the production crew were determined to make it both authentic and recognizable. They took inspiration from NASA and the U.S. military, and incorporated elements from the Buzz Lightyear toy. Ultimately, the crew designed more than 15 different spacesuits for the legendary Space Ranger, with nine appearing in the final film.

COUNTDOWN AND UP – If viewers look closely, they will spot numbers on each spaceship Buzz Lightyear pilots from T’Kani Prime, the swampy planet on which he and his crewmates were stranded. Though not all are featured in the film, they’re numbered in ascending order – from XL-01, Buzz Lightyear’s first test flight, to XL-15, his last.

IT’S UNREAL – According to visual effects supervisor Jane Yen, the team pulled away from the hyperrealism that’s attainable through today’s advanced technology and rendering. It was a conscious choice to make “Lightyear” appear more simplified and stylistic.

BRICK BY BRICK – Director and LEGO®-enthusiast Angus MacLane would often craft his ideas for “Lightyear” into custom LEGO-builds and share them with his fellow filmmakers. Several designs in the film began as sketches made of MacLane’s creations.

SUIT UP – Buzz Lightyear’s familiar space suit is an EVA, an extravehicular activity suit designed for physical tasks outside a spacecraft. It’s mainly constructed of hard surface pieces that offer maximum protection yet allow for mobility. To create the human version of Buzz Lightyear’s suit, Pixar’s model rig and animation designed interactively, using broad strokes to provide a more realistic silhouette.

A BUZZ BY ANY OTHER NAME – When the original Buzz Lightyear character—the toy—was being created, several names were considered, including Tempus of Morph and Lunar Larry.

LIGHT-YEARS AHEAD – From conception to completion, it took Pixar Animation Studios 5.5 years to ready “Lightyear” for launch.

ROLLERCOASTER OF BUZZ – Director Angus MacLane likens an exceptional moviegoing experience to a riding a rollercoaster. It’s so exciting and you don’t know how it’s going to end. Then, when it ends, you want to get back on the coaster again.

ACTION! – Filmmakers found that Chris Evans, who voices Buzz Lightyear in the film, brought with him some valuable skills possibly attributable to his many years as an Avenger. Among his many talents, Evans could watch an action scene and perform the necessary vocalizations quickly and easily. One scene in which Buzz is held upside down by a robot came up in the final 10 minutes of one recording session. Filmmakers played the scene with the sound off and Evans did it live in one take.

MUSIC TO LIGHTYEAR -- Award-winning composer Michael Giacchino, who’s behind the scores for “The Batman” and “Spider-Man: No Way Home,” scored “Lightyear.” Giacchino has a long history with Pixar; he won an Oscar®, Golden Globe® and GRAMMY® for the original score in “Up.” His other Pixar credits include “The Incredibles,” “Ratatouille,” “Cars 2,” “Inside Out,” “Coco” and “Incredibles 2,” among others. The *Lightyear Original Motion Picture Soundtrack* from Walt Disney Records is available beginning June 17, 2022.